

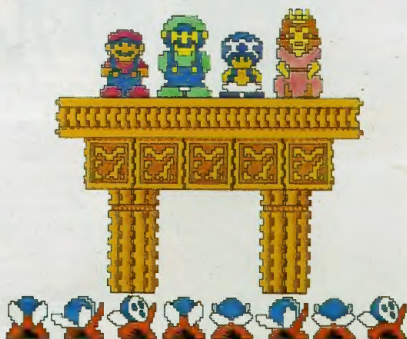
N I N T E N D O[®]

POWER FLASH^{*}

Winter 1989

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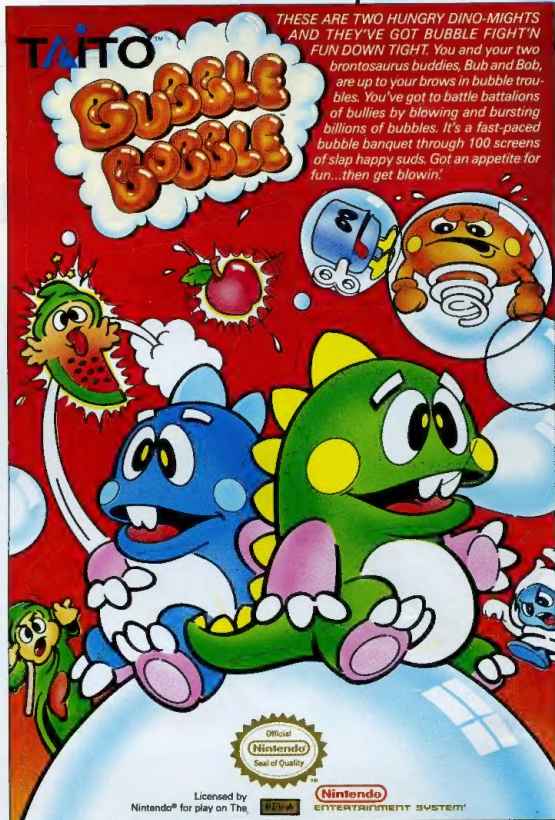
**SUPER MARIO
BROS. 2[™]**



- Super Mario Bros. 2[™]
in-depth Review
- Zelda II - The Adventure
of Link[™], R.C. Pro-Am[™] &
Rad Racer[™] tips
- Legend of Zelda[®] contest
winners
- Plus Cobra Command[™],
Anticipation[™] and much,
much more

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THE ONLY GAME IN TOWN™

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From the top

The name of the game is involvement!

Happy New Year! 1989 is shaping up to be the greatest year for game playing yet, starting with this action-packed issue of the **Nintendo Power Flash**.

It's amazing how far the **Nintendo Power Club** has come in just a short time. Club membership has skyrocketed. Our game counsellors are taking as many as 1000 calls a day (so if you have a hard time getting through, please be patient). On top of all that, your letters are coming in by the bag full. In fact, our postman is starting to look like Arnold Schwarzenegger just from carrying Power Club fan mail.

All of which is fantastic, but why stop there? While we're going to continue giving Power Club members a place to read and exchange new game tips, tricks and info, think how much fun you could have actually meeting and getting together with new friends who are just as excited about the NES as you are.

With that thought in mind, we've included some suggestions on starting your own local chapter of the Power Club in this issue's Member's Forum. It's a great way to share the fun with your friends and get even more out of the **Nintendo Power Club**.

Speaking of involvement, we'd like to extend a great big welcome to new associate editor Brian Zimmermann. Brian is one of our senior Game Counsellors, and with each issue he's been getting more and more involved in the **Power Flash**. So it's time we made it official.

Of course, in this issue we'll help you get more involved in some of the latest and greatest games on the block: **Super Mario Bros. 2**; **Cobra Command**; **Anticipation** (something really different); **Zelda II - The Adventure of Link**; and much more.

So read on, and find out why, when it comes to playing the NES, the name of the game is involvement!



Guy Martin
Editor-in-chief

P.S. Hang on to your Power Club membership card. This is going to be a great year for Nintendo events, and your card is going to be an important part of them. Nuff said.

POWER NINTENDO CLUB PUissance CONTENTS

Editor-in-chief: Guy Martin
Associate editor: Brian Zimmermann

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10 NES games. If you don't have 10 favourites, don't worry - just list the ones you like best, however many they are. Write down your favourites (in order of preference) and mail your list to:

Top 10 Games, Nintendo Power Club,
P.O. Box 902, Station U,
Toronto, Ontario M8Z 5R5

Just like the Power Club, our 'favourite games' department is growing. With so many great Nintendo titles available, it only makes sense to print the Top 10 Favourite Games each issue, starting right now.

So now, when you send in your votes, tell us your Top

TITLE	POINTS
1. Legend of Zelda	1,480
2. Mike Tyson's Punch-Out!!	1,395
3. Zelda II - The Adventure of Link	1,067
4. Super Mario Bros. 2	1,064
5. Super Mario Bros.	959
6. Metroid	867
7. Double Dragon	865
8. Contra	792
9. Ice Hockey	701
10. Kid Icarus	680
Based on votes received as of February 1, 1989.	

Points system: A 1st choice vote counts for 5 points; 2nd choice scores 4 points; 3rd choice means 3 points; 4th is good for 2 points; and 5th choice is worth 1 point.



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SUPER MARIO BROS. 2™

The story of Mario and Luigi continues, only this time Princess Toadstool and Toad, her faithful Mushroom Retainer, are along to help. But if the cast is bigger, so is the villain. He looks kind of dozy, but don't get

caught napping when you enter his domain – his name is Wart and he's a real pest. So close your eyes and go to sleep. You're about to enter Subcon, land of dreams. And nightmares.

BASIC TRAINING

High jump: Also known as the "power squat" jump. Press down on your controller. Soon your body starts to flash. Now Press "A" while flashing and leap to new heights.

Throw enemies for a loop: Jump on top of your enemy ("little" enemies like Shyguy and Cobrat, not Birdo, Mouser or Tryclyde). Press "B" to pick your enemy up, then "B" again to throw it at another enemy.

Don't skip your vegetables: Pick them up and throw them at enemies by using the "B" button. For every fifth ripe vegetable you pick, you'll get a "stopwatch".

Open new doors to wealth and power: Use "B" to

discover bottles of potion. They create doors to sub-space where you'll find coins and mushrooms.

"B"-run without dropping things:

"B"-running lets you run faster than usual. But pressing "B" while carrying something makes you drop it. The secret is to keep your finger on "B" after you pick something up. You'll run faster without dropping anything.



Ripe vegetables – good for more than just throwing.

ITEMS TO GO FOR



Stopwatch: Gains you a few precious seconds to get things done without being hassled.



Star Man: Comes along when you have collected enough cherries. Merge with the Star Man and become invincible.



1-Up: A good reason to pull up roots and check for hidden treasures. When you find a 1-Up you get an extra life.



POW: The most powerful weapon you have. Lift it up then throw it down to eliminate a whole screenful of enemies.



Mushroom Block: Looks like a short stool, and is even more useful. Pile them up for climbing. Use it as a lid in key situations. Or throw one at an enemy (like Tryclyde).



Heart: You've got to have heart... grab each one you see to help refill your life meter.

NEW WORLDS TO CONQUER

Catch a "piggyback" ride:

In World 1-1, you'll find your progress blocked at the vines by a scurrying Hoopstar. Simply get on top of the problem by jumping up and riding your enemy to where you want to get off.



Ride Hoopstar to the top.

Avoid a sticky situation:

In World 2 you will encounter a number of deserts, some of which have quicksand. Don't let them bog you down. Try "skipping" across the sands using the "A" button for maximum mobility.

Turn a waterfall into a "windfall":

At the beginning of World 3-1, go through the first door, jump into the big waterfall and, staying in the centre of the screen, land on the small island. Go in the door to the row of weeds.

The sixth weed from the right produces a bottle of potion. Go into sub-space and pick up coins until your time in sub-space runs out. Then go through the door to your right, and you're at the top of the waterfall again. Jump down and repeat the process. Once you've collected all the coins you can, look for the Warp Zone to World 5 here, but only if you're sure you're ready - World 5 is tough!



Jump into the big waterfall for a big haul.

Watch where you're going:

In World 4, you can use the whales' spouts to your advantage, letting them lift you up. But be careful you don't walk into the spout from below, while you're on the whale's back. That's a surefire way to put a damper on your quest.

GOING ALL THE WAY

If you want to make it to the end of the quest, you'll have to use all your skills, weapons and characters. Perhaps the best all-round character is Luigi. He's weaker than some, but jumps higher than most.

Here are some other useful tips for freeing the dreamland of Subcon from the nightmare of Wart...

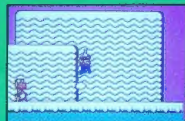
Ride the flying carpet: To cross the large canyon at the beginning of World 1-2, jump on Pidget as he flies low, then pick him up and throw him off. Now you control the carpet, but only for a short time - cross the canyon and land before your magic carpet fades away.

Dig, dig, dig: In World 2-3, you will find a locked door next to a sand pit. The key to this door is buried deep in the sand. To dig in the sand, push "B". If you have the NES Max or Advantage, turbo your "B" button to reach the key even faster.

Another key, another solution: World 3-3 also has a locked door, but if you have trouble finding or carrying the key, you

can take a path that sees you through without using the key. Just explore a little, and the solution will quickly become clear.

Ride the Birdo "Egg-spress": Do not destroy Birdo at the beginning of World 4-3. Instead, when you are ready to cross the water, stand to his right. Then jump on top of his egg and ride it across the water to the other side. (Luckily, Birdo isn't smart enough to realize he's helping you.)



An "egg-cellent" way to travel.



Jump on an eastbound egg.



Get off when you reach the other side.

VILLAINS TO WATCH FOR

Birdo: Jump on his eggs, pick them up the same way you pick up vegetables, and throw them back at him. Three hits is all you need.

Phanto: You can't destroy it, but if you put down what you're carrying, it may leave you alone.

Mouser: Jump up and catch his bombs. Quickly place them on the right side of the platform Mouser is on, and wait for him to go blooey.

Fryguy: Throw mushroom blocks at him. After a few hits he will turn into a bunch of small Fryguys. Squash them with mushroom blocks.

Tryclyde: Build a wall with 4 mushroom blocks and stand behind them. Pick up the remaining blocks and

carefully throw them at Tryclyde. Three hits will destroy him.

Clowgrip: Wait until the boulders he throws at you stop bouncing, then pick them up and throw them back at him. Be careful you don't get hit, and don't chase any boulders into the canyon.

Wart: Does the phrase "food processor" ring a bell? That's your clue for kayoing this creep. Get out there and do it!



Phanto.



Mouser.

Cobra Command™

Explosive action from start to finish

Climb in and strap yourself down – the high speed, high energy rescue mission of the year is about to begin.

As pilot of the world's most advanced attack helicopter, your assignment is to fly six sorties over six very different terrains, rescuing hostages and destroying enemy hideouts as you go. With your skill and the weapons you'll pick up along the way, you can achieve your goal. But it won't be easy.

Bring them all back alive

The first thing to remember is, you have to rescue all the hostages. If you miss one, or leave



Free all hostages.

one behind, you won't be able to get into the next enemy stronghold. This gets even trickier as the game progresses, because sometimes a hostage won't come out until you've picked up a hostage further along. So if you're having trouble finding the next enemy hideout, back-track and see if a hostage has shown up in a place you've already passed.

Shake the enemy's foundations

To find the enemy strongholds, shoot at every building you pass. If it is an enemy base, it will soon start shaking, until the whole thing explodes leaving a dark cavern for you to fly into.



Shoot at key strategic buildings.

Add new weapons to your arsenal

When you're inside the enemy's lair, take out all opposition, then try landing on the various ledges and hell-pads scattered about. When you find the right ones, you'll get a message telling you what new items you've acquired. To access those items, go to the sub-screen, move the control pad up and down to select the category you want and use the left-right action to punch in the specific weapon or rescue device you want to use.

Rescue operations inside strongholds

When you're rescuing hostages inside enemy strongholds, always remember to pick them all up. They often only come out in groups of 3, so you have to take out more enemies before you can get more hostages. But, of course, if you don't get all the hostages, there's no point in going on, so be thorough!

Destroy the underground weapons factory

The first enemy lair in Borneo (Stage 3) is in an underground weapons factory. So while you're trying to break in, the enemy is launching missiles and helicopters to attack you.



Subdue the underground weapons factory.

Position yourself just right and you can use firebombs to wipe out the opposition while at the same time destroying the factory, revealing the underground cavern.

The rest is up to you. You have your training, your weapons and your wits. Go out there and give them everything you've got.

TAKING IT TO THE MAX™



The first thing you notice when you pick up the revolutionary

NES Max is the way it fits into the palm of your hand. Of course, if you're a three-thumbed vegosaur from Rigel 9, you might have problems, but for normal humans it's just right.

The ideal way to hold Max is cradled in both your palms, with your thumbs wrapped around the top, ready for action. That way you have maximum strength and leverage for your thumb to pounce back and forth between the "A" and "B" buttons.

Of course, sometimes you'll want to use "A" and "B" at the same time. Easy – hold Max in your left hand and use your right knee for support while you fire and jump (or whatever) at will. It's like using your regular controller, but better.

And there's more to Max than just comfort. Not only is the cycloid (the round thing that replaces the normal control pad) easy on your thumb, it's super versatile. Games like Ice Hockey and Cobra Command can benefit from the 360-degree action of Max's cycloid controller.

For example, in Ice Hockey, you're rushing up the ice, heading straight for your opponent's goal. Suddenly a gigantic defenceman blocks



Use the Max to deke around the opposition in Ice Hockey.

your path, about to throw a massive body check. The smooth action of Max lets you react fast, testing your reflexes "to the max." You deke around the outflung hip and keep going for that surefire goal.

Speaking of surefire, nothing beats the rapid repeat fire of Max's turbo buttons. Now when Link is in a desperate battle, or Samus is blasting her way through an underground tunnel, all you have to do is hold your thumb on the appropriate turbo button and you'll get a steady stream of reassuring firepower.

The NES Max. Try it out for yourself, and get power in the palm of your hand!



LET THE GAMES BEGIN.

Whether you stand poised for the tip-off, hang tough for the face-off, or get set for the gun, get ready to give Konami® sports for Nintendo® everything you've got. Because, against a friend or the Nintendo Entertainment System®, it'll take 110% to finish first.



Pass, shoot and score in the hottest hockey game on ice, with bone jarring action and full-blown fights.



Run and gun in the first 5 on 5, full court contest featuring in-your-face slams and 3 point bombs.



Challenge the world's best in 15 grueling events, including Pole Vaulting, Fencing, Tae Kwon Do and Skeet Shooting. Coming in February.

KONAMI®

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PRO'S CORNER

ZELDA II *The Adventure of* LINK™



Seek and you will find

One of the things that makes ZELDA II so exciting is the number of things that are hidden in plain sight. That's why it's important you cover every square meter of territory in the overworld.

For example, to cross the river that runs through the water town of Saria, you have to get a note of introduction from "Bagu." You'll find Bagu in a hut in the woods just south of Midoro swamp. Go in and see him, and he'll



Find Bagu in a hut in the woods.



Use the hammer everywhere.



Could this lead to a knight?

give you his note. Then you can cross the river and go on to Death Mountain.

For the same reason, you should explore the ocean front south of Parapa palace. Don't let the obstacles get in your way. Press on and you'll discover something wonderful.

Leave no stone unturned

One of the most important items you can acquire is the hammer. It doesn't take long to realize just how many paths and caves you

can't get to without the hammer.

However, once you have it, don't just use the hammer on obvious rocks. For instance, there's a boulder right next to the entrance to the hammer's hiding place. As soon as you have your hands on the hammer, rush out and try it on that boulder – you'll be thrilled by what you find there.

Always expect the unexpected

Just when you think you've found a pattern, The Adventure of Link surprises you.

In the harbour town of Mido, you may be tempted to leave town once you have acquired a new piece of magic. But wait... what's this about a bell that rings? You'll discover that by using "jump" magic, you can reach the door on the second storey of the church. Go inside and you'll receive special fighting magic from a knight.

R.C. PRO-AM™

Start out on the right track

There are helpful and harmful items to pick up in this game. It takes a fast eye and an even faster hand to pick up the helpful stuff and leave the garbage behind.

The early going is pretty easygoing. Coming in first isn't a problem, but be sure to pick up all the useful items you can – the further you get in the game, the harder it is to pick up those items.

Also make sure you know what kind of track you're up against. Just before the race starts, put the game on pause and study the map on the screen. Check the shape of the track and plan your turns. Look at the conditions and how many laps it will take to complete the

course. All this preparation will help you power your way to a spectacular finish.

Spell your way to the finish line

It's important that you grab as many of the bonus letters as you can, on each and every track they appear on. Every letter you get helps you spell NINTENDO, and that lets you graduate to a faster class of vehicle.



Avoid road hazards.



Pick up letters.



Blast the competition.

Use all your advantages

Never hesitate to use your bombs and missiles to ensure you'll be in one of the top three positions. Remember, you only have a couple of chances to continue in the game. If you're not in the top three, your chances will all get used up. And when that happens, the ammunition you've saved up will be no good at all, so take advantage of it while you can.



Second Quest Secrets

When you first start the Second Quest, Hyrule seems much the same as before. But appearances can be deceiving. Here are some of the things that have changed, and some that haven't...

Level 1: This is the only labyrinth to stay in the same place. However, once you get inside, it is laid out quite differently.

Power Bracelet: Also in the same place as before, as are all the stairways it opens up.

Letter to the little old lady: It's in the north-west section of Hyrule. You'll have to push a rock to find it.

Level 2: It's where you bought your blue ring in the First Quest. You'll find your Whistle here.

White Sword: At the top of the waterfall.

Level 3: Where Level 2 used to be.

Level 4: In the Lost Hills. You'll have to push the right rock to open the door.

Level 5: Reach this one by raft – it's where Level 4 was in the First Quest.

Magical Sword: Go to the mysterious stone arrow in the north, push a particular rock and uncover a hidden stairway.

Level 6: Try whistling in the graveyard. Also, look for a secret headstone in one of the graveyards, a fairy where Level 5 used to be, and don't forget to always BLOW YOUR WHISTLE!



Is there a message hidden here?



Here's where it pays to be pushy.



If you go in the direction of the arrow...

Get back on track in record time

You'll lose less time after crashing if you try continually pushing the Start button.

The game will pause and unpause (if there is such a word), until your car returns to the centre of the road. This can save you a few precious seconds, and get you back in the race fast.

Use the competition to your advantage

You can use the other racers on the road to get you around hairpin curves at high speed. Get behind the car in the outer lane and bump into it. It will push you back to the inside lane and get you around the curve. Otherwise you will have to use your brakes very wisely.

Avoid road hogs

Some cars try to cut you off as you pass them. This, of course, is not good road manners, and can cause you to have an accident. To get around this problem, just before you pass the car, pull in behind it, then pull back out into the open lane. Chances are you'll confuse the other driver so much he (or she) won't even try to change lanes.



Use other racers to get around corners.



Come with us now and see where Mario got his start as a hero.

This special 2-in-1 game pack gives you the original Donkey Kong® and its sequel, Donkey Kong Jr., in one affordable package.

In the original Donkey Kong, Mario's mission is to save the fair Pauline from that wicked ape, Donkey Kong. (Remember, this is long before Princess Toadstool showed up.)

Clambering over girders, climbing up ladders, shinnying up ropes and hopping on and off elevators, Mario hurries to save his sweetheart while dodging barrels and fireballs. It's up to you to

see that Mario succeeds in his quest to capture the evil Kong and save sweet Pauline.

However, you'll soon find the tables turned. In Donkey Kong Jr., the old ape's kid is out to save dad from Mario's cage. Jumping from vine to vine, collecting bonus fruits and avoiding lethal snapjaws, Junior is out to steal the key from Mario and free his pent-up papa.

Video games have come a long way in a short time. Now you can get two of the original "stars" in one classic pack, and join Mario in his very first adventures.



Will you be Mario saving Pauline...



Or Donkey Kong Jr. saving Dad?

SNEAK PEEKS

PSSSST!

Here's a real sneak peek – something so new, even we're still learning things about it. It's a whole new way of playing your Nintendo Entertainment System, something that'll get you up on your feet to compete with the fleet (of foot, that is). We'll give you the complete story in our next issue, but for now, here's a quick look at some of the games you'll use it with.

(If you "read between the lines," you might figure out what this new Nintendo addition is. Hint #1: It's a way to control game play using your whole body – combining video game play and exercise in the best of both worlds.)

Let's start our mystery tour with...

World Class Track Meet™

This game will test your reflexes, your stamina and your competitive spirit. But you won't win it by twiddling a joystick or punching a controller. In fact, this could be the first video game with a dress code – shorts and t-shirt recommended.

In *World Class Track Meet*, you're up against the toughest track events – the 100-metre dash, the long jump, and more. To win, you'll actually have to run and jump, right in your own home, with the computer providing scores based on your physical performance.

Then again, if you prefer something a little more outdoorsy, then try your hand at...

Super Team Games™

This Nintendo game pak will let up to 18 players compete in rough and tumble games like Log Hop, Crab Walk, Skateboard Race and Bubble Run.

(Hint #2: This new Nintendo mystery accessory responds to and measures your physical activity, like running and jumping.)

This is a great team game, perfect for parties. Players can have fun running the courses, dodging obstacles and hopping barriers, without ever getting wet or muddy. It's like having a summer camp in your family room whenever you want.

But, if what you really want is just a fun way to exercise, try Nintendo's...

Dance Aerobics™

The exercise craze that captured the hearts and minds of people everywhere goes interactive with Nintendo's own *Dance Aerobics* and the new mystery accessory. (Hint #3: It sits on the floor.)

The whole family will enjoy working out to Nintendo's specially-designed *Dance Aerobics* program, because what you see on the screen reflects what you're doing in front of the screen. It's exercise with a brand new twist, bend and leg kick.

One last thing...if you haven't figured out what this mysterious new accessory is, hang in there. All will be revealed next issue. All we can say is, it's really different...and really fun!

ANTICIPATION™

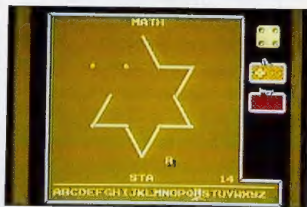
Have you seen the TV commercial for this game yet – the one where the kid figures out the puzzle that's stumping the adults?

That says it all. *Anticipation* is one game the whole family can play at the same time. And it doesn't matter how old everyone is, it's always challenging and fun.

Playing *Anticipation* is like being on a TV game show. You watch the NES draw a simple picture – a "connect-the-dots" puzzle – while you try to guess what that picture is. As soon as you think you know, you press a button, and get a chance to spell out your answer. The NES tells you if you are right or wrong.

If you are right, you pick up a colour square (you need four different coloured squares to finish each level) and move on, around the game "board".

As you move to each of the three levels, the game gets harder, the clues fewer and the pictures more vague.



The goal here is to guess the pictures...



Pick up different colours...



And become the Anticipation champion.

So, if you're looking for a game you can share with your friends and your family – and have a great time doing it – this is the one. It'll leave you breathless with *Anticipation*.



YOUR BODY IS A WEAPON.

You are Rambo.[®] Special weapons expert. Master of the martial arts. Dedicated fighting machine. And your greatest challenge ever is ahead of you – a deadly rescue mission to free American POW's enslaved in a sweltering jungle prison.

Armed with rocket-propelled arrows, experimental automatic weapons and a never-say-die attitude,

you parachute into enemy terrain. Danger is everywhere! Watch out for enemy commandos, slithering snakes and deadly jungle beasts. There's no turning back as you struggle through the thick jungle brush, raging waterfalls and hostile enemy villages.

Time is running out. Lives are at stake. And only one man can possibly survive this mission...you!

COMING SOON...

KNIGHT RIDER™

AIRWOLF™

WF

WORLD WRESTLING FEDERATION®
SUPERSTARS
Featuring Hulk Hogan.™

Acclaim™
Entertainment, Inc.
Masters of the Game™

Nintendo ENTERTAINMENT SYSTEM

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Member's Forum

THE LEGEND OF ZELDA

by Rachel and Kristy H., Acton, Ont.

My sister and I had been stuck on the seventh level on the first Quest, and we thought we might like to share how we completed this level

When you get to the room that goes "Grumble, Grumble," feed him some bait and he will disappear. Go north one room and pick up your map of the Labyrinth. Once you have that, you will notice that there is a black room in the centre of the map. Bomb into the black room and there is where you will find the Red Candle. Once you have it, bomb the opposite wall and keep going to your right. Make your way up to the top right hand corner (this is what they call the "tip of the nose"), and you will find Hands. Defeat all of the Hands (when the clock appears do not take it, for you will freeze the hands and then you will not be able to find the hidden entrance to the Triforce), and move a stone for the passage to the Triforce.

Hope you like our tip.

SUPER MARIO BROS.®

by John Duncanson, Toronto, Ont.

In Super Mario Bros., when you are killed and are past the first world, you can return to the world you were on without going through World 1. If you press the "A" button, hold it down and press the Start button while still holding onto the "A" button, you will start at the beginning of the world you were killed on. Example: if you got killed at 5-3, you would start at 5-1.

ZELDA II - THE ADVENTURE OF LINK

by Ruben de Kemp, Nepean, Ont.

Some tips you should know:

The sixth palace is hidden in a desert in south eastern Hyrule, at Triple Eye Rock. Stand between the two bottom rocks and blow the whistle.

To defeat the Dragon at Level 6, activate your jumping spell. As soon as the dragon opens its mouth, jump. Use this opportunity to strike him in the head with your sword.

RAD RACER

by Joshua Stimpson,
N. Vancouver, B.C.

There is a way to choose what level you want to go to in Rad Racer. Start your game by choosing a car, and get a demonstration screen.

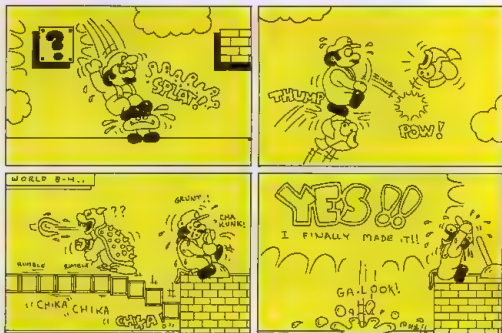
Next, increase the tachometer reading by pushing the "B" button. The more you push it, the higher the level gets. Then press the upper right button quadrant of the control pad and press Start at the same time and you will start on the level chosen.

SUPER MARIO BROS. 2

by Jeff "Squiggly" Preshing, Orleans, Ont.

This may not come as a surprise to some, but in case you haven't found it yet, you can WARP in Super Mario Bros. 2.

If you've noticed those jars you can go down to get free men or keys from, you may have found some jars that you can't go down. What you do is, you go to the nearest spot in the ground where there's a magic potion bottle you can pull out, and then bring it over to the jar.



Set it down beside the jar, go in the door, and you'll be in the Sub World. You'll see the silhouette of the jar, so just hop in it and go down it while you're still in the Sub World. The screen will go blank and say "Warp, World XX" I found four warps - 1 to 4, 3 to 5, 4 to 6 and 5 to 7

(Editor's note: "Squiggly" also sent in the interesting Super Mario Bros. comic you see printed here.)

If you have any reviews, tips or tricks, you'd like to share with your fellow Nintendo fanatics, send them to:

Member's Forum
Nintendo Power Club
P.O. Box 902, Station U
Toronto, Ontario M8Z 5R5

Don't be discouraged if you don't see your first letter in print. Space is limited and we can only print a few letters each issue. But we do read every single one, so even if you have written before and weren't published, keep writing - we really want to hear from YOU!

THE BULLETIN BOARD

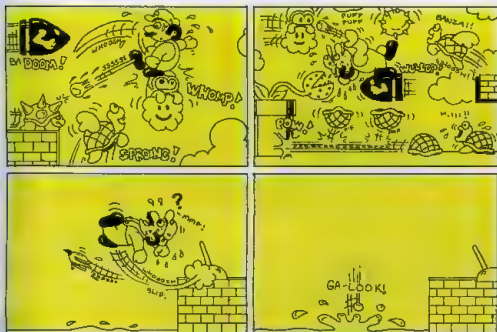
Just in case you missed them last issue, here are some important messages for all Power Club members:

If you'd rather receive the Power Flash in French, call us at (416) 253-PLAY (long distance charges apply) or drop us a line at: Nintendo Power Club, P.O. Box 902, Station U, Toronto, Ontario M8Z 5R5.

If you see a mistake like a spelling error in your name, or a wrong house number on your address label, let us know right away. Cut the address label off the back

cover of this issue and send it, along with your correct name and address, to: Glitches, Nintendo Power Club, P.O. Box 902, Station U, Toronto, Ontario M8Z 5R5.

For game advice, or to sign friends up for the Power Club, call (416) 253-PLAY, between 8 a.m. and 8 p.m. Eastern Time, Monday through Friday, and 10 a.m. to 6 p.m., Saturday. Remember, long distance charges are your responsibility. For technical questions about your NES, call collect (416) 252-GAME.



START YOUR OWN POWER CLUB

There are all kinds of great reasons to start or join a local chapter of the Nintendo Power Club.

You could enjoy friendly competition with fellow NES fans...share equipment and game paks...trade tips and secrets...get together as a group to send game tips and reviews to the Nintendo Power Flash...have video game parties...and much more.

And when you think about it, finding members for your chapter would be really easy. There are probably lots of Nintendo fanatics at your school. A club like this could bring you all together and create interest among potential players.

People you run into where you buy your Nintendo game paks would probably want to join your local chapter of the Power Club. The first thing you could do together is come up with a name. In fact, if we have space in the Power Flash, we'll print names and contacts for local chapters so other readers will know where to join up.

So come on, don't be a Shyguy — find out who your fellow Nintendo fans are, and let us know what you do in your chapter of the Nintendo Power Club.

pads (control pads, that is) for the biggest tournament of them all — the Nintendo playoffs.

We want to find out who is Canada's video Gretzky (or Lemieux). So send us your best winning score. Judging will be based on the "spread" — the difference in goals between you and your opponent. (However, if we see any 50-goal spreads, we're going to get a little suspicious.)

You can play the computer or you can play the neighbourhood. Put together a team and take on another group to see who comes up with the most convincing win.

Then, send your scores to us, with a picture of the winning screen for confirmation,* along with a picture of you alone, or you and your team, or you and your dog. We don't mind, as long as you have fun, and promise to tell us all about it.

Calling all Ice Hockey fans — enter the Nintendo playoffs!

Send your entries, with your name, address and age, to:

Ice Hockey Playoffs
Nintendo Power Club
P.O. Box 802, Station U
Toronto, Ontario M8Z 5R5

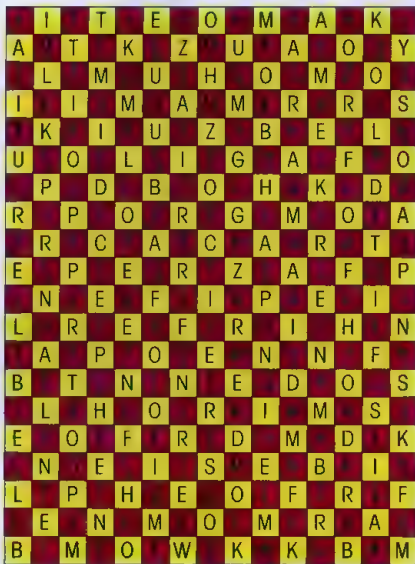
He shoots, he scores!

*For best results when photographing a screen, turn off the lights in the room and shoot without using a flash. The exposure will be quite long, so be careful not to move the camera while shooting.

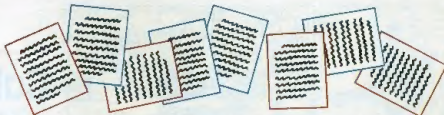
POWER PUZZLE

by Michael Meyers, St. Catharines, Ont.

Find the names of all your favourite Super Mario Bros. heroes and villains in this powerfully puzzling word search.



MAIL BAG



Dear Nintendo,

Recently I was in the hospital with a ruptured spleen. For a gift my family and relatives purchased for me a Nintendo and some games. Before I was in the hospital I was saving up for one, because my friend has a Nintendo and I liked his so much.

When I was in the hospital, the Nintendo helped me get better. I was terrified of needles and getting blood tests. My parents said that if I did not fuss while I was getting my medication, I could play the Nintendo after. After a few days the medication and blood tests didn't even bother me. I just kept thinking of playing Nintendo.

Sometimes when the nurses were giving me my medication, they would even stop and play a game. And even the patients were coming into my room and playing it.

Now I know the Nintendo is more than just fun. It made my and many other hospital patients' stays a lot easier.

Scott Andrews, Regina, Saskatchewan.

Thanks for sharing your experiences with us Scott. We're glad you're feeling better and that the NES helped get you through. You may just be the first to benefit from Nintendo, but now that you've told everyone your story, I'm sure you won't be the last. Take care of yourself.

Dear Nintendo,

Please can you help me. I cannot beat Hewdraw on the game Kid Icarus. Please, please, please help me.

Janice Young, Moncton, N.B.

We'll certainly try, Janice. Hewdraw's weak point is his head. Try this trick — first jump above his head, avoiding his fiery attack. Wait a moment, study his moves very carefully, and go after his weak spot for the win.

Dear Nintendo,

I'm one of your biggest fans. When I got my Nintendo last year, "WOW" was I excited or what! I've finished Super Mario Bros., but I can't wait to finish part 2. I hope in a year or two you can even come up with Super Mario Bros. 3. I love your new controllers and joysticks. I like the NES Advantage the best.

When I got my first Power Flash book, I was jumping and hitting the ceiling. I'm the only kid on my street with Nintendo, but at Christmas a lot of my friends are getting the Nintendo. The odd

friend likes (the other brand), but I told them Nintendo is the best. If they don't know that, that goes to show they are not very smart. You are making so many good games I can't stand it — I think I will just have to get them all. See you later.

Matthew Wilson, Whitby, Ontario.

If you ask me, Matthew, your friend sounds very odd if he prefers that other brand. But we're glad to hear you're a rock-solid Nintendo fan. And without wanting to give away any secrets, you might like to know that there are indeed rumours out of Japan about a Super Mario Bros. 3. We should have a better idea of when we can expect the next Mario Bros. epic later this year.

Dear Nintendo,

I would like to consider myself a Nintendo "expert", having played and enjoyed well over 25 of your game paks, but my most recent purchase, Legend of Zelda II has me completely baffled.

I have absolutely no idea where the magical key and the cross are, and I can't find the last two spells (Spell and Thunder). Also, does the "dead town" have significance and what is hidden east of the forest? And finally, does the Whistle have any purpose other than to rid the world of the black spider guarding the lower half of the island, and if it does do something, what does it do, and where?

Please respond as soon as possible and save my nerves from being racked out of whack.

David Whyte, Barrie, Ontario.

One of the fundamental rules of the Power Club is that no one should get racked out of whack, so here's the info you want, David. You will get your Thunder in the Dead Town (Old Town of Kasuto). But before the Wiseman will give it to you, you must go north east into the forest. Chop down the trees using your hammer and find the Hidden Town of Kasuto. In the Hidden Town you will get your Spell and your Magical Key. Once you have picked up these treasures, proceed back to the Dead Town, and the Wiseman will give you your Thunder. And to discover another use for your Whistle, see this issue's Member's Forum.

Dear Nintendo,

You guys have really done it this time.

I really think the Power Flash is hot. I have just got the second issue, and it was super. I brought it to school, and all my friends were crowding

around just to get a look at it!

This one kid had the nerve to call it dumb, so I asked him why. He said (the other system) is better, so I told him, why don't we ask the principal if the school could have a vote. The principal said it was O.K., and when the votes were counted it was announced over the PA, that Nintendo came out on top with 286 votes and the others had 121.

Keep up the good work guys! It's impossible to lose when you have the NES.

Charles Kornbluth (Power Club lover), Toronto, Ontario.

I ask you...when are those other guys going to learn that Nintendo fans are the very best, and you can't beat them, no way, no how?! Thanks for the vote of confidence, Charles. It sounds to me like you already have the makings of a fine local chapter of the Nintendo Power Club. (For more on that, check out this issue's Member's Forum). We'll be watching for your chapter name.

And that wraps it up for another Mail Bag. As always, keep those cards and letters coming — it's the only way we'll know what you're up to. The address to write to is: Mail Bag, Nintendo Power Club, P.O. Box 902, Station U, Toronto, Ontario M8Z 5R5. Don't forget to include your name and address so we know who you are and where you're writing from.

THE LAST WORD

With every issue of the Nintendo Power Flash, we try to cram in even more tips and information. Now we're off to start working on the next issue, where we should have more news about Super Mario Bros. 2, Rampage™ (no, we haven't forgotten about it), Anticipation, and some exciting new titles that are just too hot to talk about just yet. Till then, stay true to your Nintendo, and never back down to Mike Tyson...unless you meet him in the street. Bye now!

WHICH GAME DID MILLIONS OF TOP GUNNERS PLAY LAST YEAR?

1943 has gotten quite a response in the arcades. In fact, enthusiastic game players pumped in millions of quarters last year. And now, you can experience all the arcade action of 1943 at home!

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10 and under



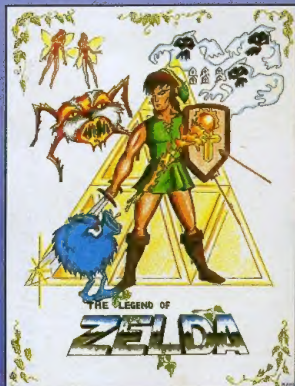
First Place: Jonathan Thérien, Age 8,
Montreal Nord, Quebec.

Honourable Mention: Julie Simard, Age 10,
Alma Jac St.-Jean O., Quebec
Christopher Wilson, Age 8,
Rexdale, Ontario
Donny Kovacs, Age 6,
Pickering, Ontario

POSTER CONTEST WINNERS

If there's one thing more exciting than playing the NES, it's seeing the talent of Power Club members. And that's exactly what we saw when we received over 300 entries in our "Picture Link" contest. The Power Club cafeteria looked like an art gallery. The hard part was choosing the winners. So congratulations to everyone who entered, and to our winners and runners-up. We'll be looking for great things from all of you.

11 and up



First Place: Barry Ellis, Age 18,
Scarborough, Ontario

Honourable Mention: Derek Sharon, Age 13,
Regina, Saskatchewan
Christian Gélinas, Age 17,
Trois Rivières, Quebec
Laura Vegys, Age 12,
Brampton, Ontario
Boyan Petkov, Age 11,
Montreal, Quebec



P.O. Box 902
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Scarborough



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Thank You and ENJOY!

